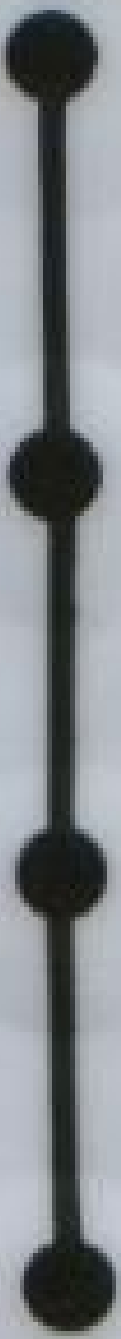
LEFT

FREEZE

UNFREEZE



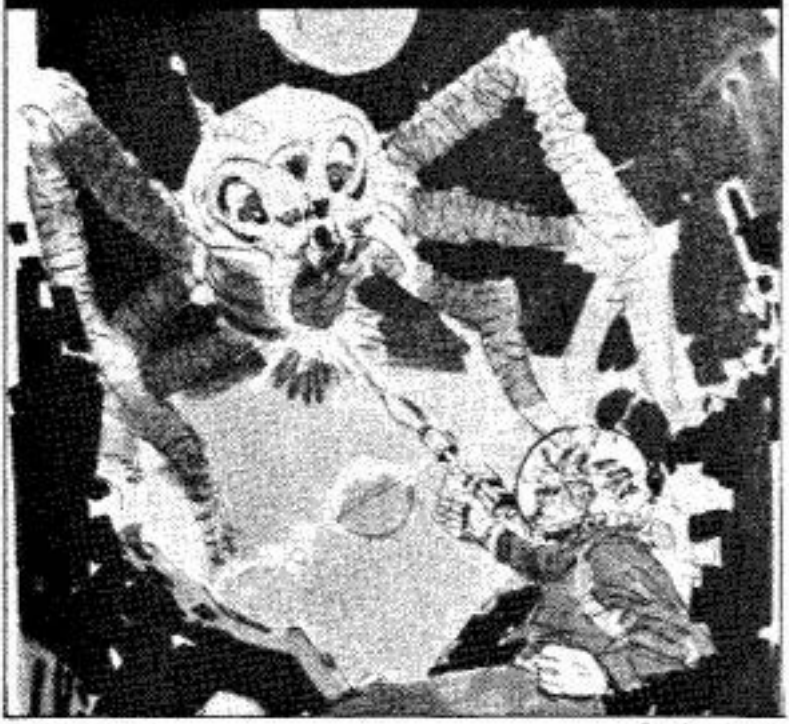
RIGHT
FIRE
FIRE
FIRE
SPIDERS ™

Tunix

VIDEO GAME CARTRIDGE

Tunix

SPIDERS™



Cartridge No. 20

Part No. 826029

GENERAL

❶ *Be sure the POWER switch is in OFF position (RED POWER LIGHT OFF) when inserting or removing a game cartridge. This will prevent damage to your cartridge and console.*

❷ *Insert mylar overlay into each controller keyboard. (See Figs. 1 & 2)*

❸ *Insert cartridge into console (GAME NAME SHOULD FACE YOU).*

❹ *Read this "OWNERS MANUAL" before playing game.*

❺ *Refer to it for all necessary adjustments for best results.*

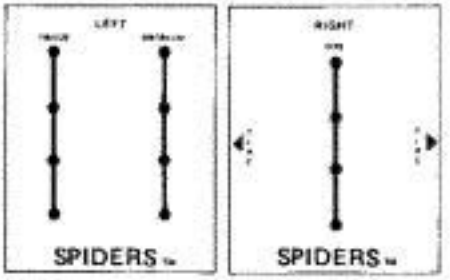


FIG. 1B FIG. 1A

OVERLAYS

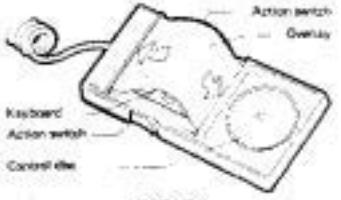


FIG. 2

HOW TO INSTALL OVERLAY

II. OBJECT OF THE GAME

❶ The game is about Spiders, their Webs and Cacoons. You have four rockets to fight against them.

❷ The object of the game is for your rockets to shoot as many Spiders before they "'Land". You get points for each Spiders shot down. However if the Spider lands, a bar is built up on your base.

❸ When the bars are built up all the way across, your rocket will explode.

❹ If a Spider impacts your rocket it will also explode.

❺ You have to "Wipe Out" all the red Cacoons by first shooting off the Webs which are located in front of Cacoons and then shoot the bonus Spider (which appears right after the Cacoons have been wiped out) in order to go to the next level.

III. THE VARIOUS LEVELS, SCENES

Level 1 : a) Starts with 14 red Cacoons and 4 Spiders.

Level 2 : a) Starts with 14 red Cacoons and 4 Spiders.
- b) White Cacoons fall randomly to destroy your rocket.
- c) Cacoons positions are lower.
- d) Web power bar is longer. This means the Web shall grow faster for a longer time. AS LONG AS THE BAR IS ON THE SCREEN, THE Web will grow at a faster rate.

Level 3 : a) Starts with 12 red Cacoons and 4 Spiders.
- b) White Cacoons fall randomly to destroy your rocket.
- c) Red lasers appear suddenly about every 8 seconds. They will fire and destroy your rocket.
- d) Hitting lasers will reduce the length of bar caused by descending Spiders.
- e) Cacoons positions are lower.
- f) Web power bar is longer.

Level 4 : a) Starts with 18 red Cacoons and 4 Spiders.
- b) Cacoons positions are lower.

c) Web power bar is longer.
d) Other features are same as Level 3.

Level 5 : a) Starts with 13 red Cacoons and 8 Spiders.
b) Lasers will fire about every 4 seconds.
c) Cacoons positions are lower.
d) Other features are same as Level 4.

Level 6 : a) Starts with 19 red Cacoons and 8 Spiders.
b) Cacoons positions are lower.
c) Web power bar is longer.
d) Other features are same as Level 5.

Level 7 : a) Starts with 17 red Cacoons and 8 Spiders.
b) Lasers will fire about every 2 seconds.
c) Cacoons positions are lower.
d) Web power bar is longer.
e) Other features are same as Level 6.

Level 8 : a) Starts with 23 red Cacoons and 8 Spiders.
b) Cacoons positions are lower.
c) Web power bar is longer.
d) Other features are same as Level 7.

NOTE : A) When the Cacoon positions are lower, this means the "ATTACK" distances are shorter.
B) As the Web grows, new Cacoons shall be formed off intersections of Webs' growth. The Web location turns red before turning into a Cacoon. However, not all red Web locations will be turned into Cacoons.
C) Web power – a green bar appears on upper left hand corner.

IV. PLAYER CONTROLS

1. Joystick : You can screw-in the joystick or play with the flat disc (joystick removed). Control is LEFT and RIGHT.
2. FIRE Buttons : (See FIG. 1A) or red buttons at side.
3. Demonstration Mode : Push "SELECT" button.

V. SCORING

1. Cacoons – 10 points
2. Spiders – 20 points
3. Bonus Spider in level 1 – 100 points
   Bonus Spider in level 2 – 150 points
   Bonus Spider in level 3 – 200 points
   Bonus Spider in level 4 – 250 points
   Bonus Spider in level 5 – 300 points
   Bonus Spider in level 6 – 350 points
   Bonus Spider in level 7 – 400 points
   Bonus Spider in level 8 – 450 points

VI. "FREEZE" AND "UNFREEZE" CONTROLS

In the event you wish to interrupt play of the game for any reason (telephone call etc.), merely depress any of "FREEZE" buttons (see Fig. 1B) of RIGHT Controller. The game will "FREEZE" until you "UNFREEZE" it.

To "UNFREEZE" and resume the play, simply depress either "UNFREEZE" button (see Fig. 1B) of RIGHT Controller. You can now resume play where you had originally stopped.

VII. TO START THE GAME

❶ Insert cartridge into console.

❷ Press "POWER" switch to "ON" Position, the red POWER ON light will be lit.

❸ Press "RESET" button, the picture shown in Fig. 3 should appear on the screen.

❹ Press "START" button to start the game.

❺ THIS IS A ONE PLAYER GAME, USE THE RIGHT CONTROLLER FOR PLAY ACTION.

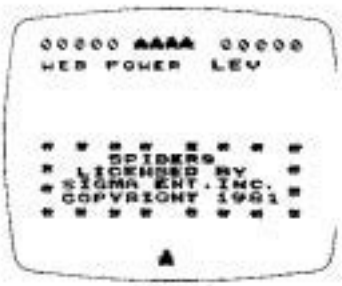


FIG. 3

❻ *Press "Disc" or move Joy Stick to left (9 o'clock)in order to move to left; 3 o'clock to move to right.*

❼ *To fire out missiles from rocket, press and hold down either of "FIRE" buttons (see FIG. 1A) or red buttons on sides. This game features continuous firing action when either buttons of these is held down.*

❽ *To maintain highest score on the screen, merely press "Start" button for the next game.*
DO NOT DEPRESS "RESET" OTHERWISE ALL SCORES WILL BE WIPED OUT.

VIII. OTHER FEATURES

❶ *DEMO MODE. For continuous automatic demonstration, push "SELECT" button.*

❷ *In the event the set is left on after game is over for a short period of time then the game shall go into Demo Mode. automatically.*

❸ *In reset or game over mode, the color of the screen shall rotate and change automatically.*

❹ *A "FREEZE" (Pause) feature is incorporated. See Par. VI.*

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